

CHAMBER OF THE SCI-MUTANT PRIESTESS™

LOADING THE PROGRAM

- 1) **First, switch off. Wait five seconds, then follow the instructions specific to your machine.**
- 2) **During loading, do no touch either the keyboard or the mouse.**

ATARI ST

Switch your computer back on and insert the disk.

Double click on the ERE.PRQ icon (or AUTO, if it's a self-loading program, then ERE.PRQ)

AMIGA

Switch the computer back on. When asked for Workbench, insert the program disk. If the program is not on autostart, double click on the disk icon, then on the "ERE" icon.

PC AND COMPATIBLES

Switch your computer back on. Start up as usual with the DOS disk, then replace it with the program disk. Type in "ERE" and hit RETURN.

NOTE: for PC. If you don't have a mouse, use the keyboard as explained further on.

YOUR MISSION

Take part in the five ordeals, if you want.

Find your friend Sci Fi.

Smash the protozorq plot before it's too late.

HOW TO PLAY

Leave disk 2 in the disk-drive.

To freeze the game momentarily, press ESC key to restart, hit any key.

The Master of Ordeals (a Protozorg in a fetching mask) will hand you an object which could come in handy! Then he'll instruct you to go to a specific Ordeal. You can obey if you want, Raven. The Ordeals have begun and you have 1 hour to finish all five, should you decide to take part. If you have placed 5 Vort Skulls in the Changer within the time-limit, you will have won the highest honor awarded to any Offa: to be a Divo! Failure, on the other hand, will result in something too disagreeable to discuss at this time.

USING THE MOUSE

CONFIRM (with click or space bar) to activate your cursor. The indicator, at bottom right, will flash to authorize your CONFIRMation when it's your turn To act.

MOVE the cursor with the mouse or the cursor keys (PC without mouse). A text zone, at bottom screen, will translate what you explore as your cursor moves. When exploring, make sure you take in everything.

THE MOUSE CURSOR:

The cursor turns RED when situated on valid zone, and changes shape according to the kind of actions you can do.

Circle with rays: basic cursor. There is nothing special here.

Finger: use this cursor to choose ideas on your brain.

Crossed arrows: indicates possible exits.

Arrows in circle: indicates something to look at or manipulate.

Human figure: character to select or act on.

Emptying goblet: a full goblet ready to be emptied.

Fly: move this to precise area where you wish to go with "sticky fingers" power.

Open hand: place this on what you wish to manipulate with "psy shift" power.

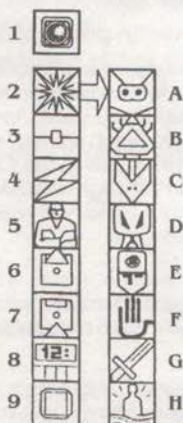
CONFIRM (click or space) when the cursor is on an element or character on whom you wish to act (inspect, talk to, attack, etc.). The BRAIN will then appear. This is your Tuner grey matter. It's full of ideas. They're in bubbles placed around the brain's surface. The ideas are those which come to mind in a particular situation.

MOVE THE CURSOR from one idea to another. At bottom right of your screen, a text zone translates the idea.

CONFIRM any idea you'd care to try.

THE ICONS

On the right-hand side of your screen you'll find the icons you'll need for play. From top to bottom:



- 1) OBJECTS IN THE ROOM:** (the icon changes color when an object is available in the current room)

Confirm this icon to open a window containing any objects available for taking. If you leave an object somewhere, you'll be able to pick it up again any time you come back, unless someone else has decided to take it in the meantime! The window won't display if no objects are available in the room.

MOVE the cursor over the objects. The identity of each is given in the text zone at bottom right.

CONFIRM to manipulate the object of your choice.

- 2) SCI POWERS:**

Confirm this icon to access the 8 powers you have trained long and hard to master! These Tuner powers will give you the winning edge in many situations. Be careful not to flash them around, though, since they'll prove that you're a Tuner, and no one likes Tuners! Each time you use a power, your SCI-energy reserve will diminish, and who knows if you'll be able to stock up in this damn Temple!

- A. **SOLAR EYES.** Switch on this super-vision power to see in the blackest darkness. It sure beats eating carrots.
- B. **STICKY FINGERS.** If you've ever dreamed of walking on walls, now's your chance! Just confirm this power and choose where you want to go with the cursor.

- C. **KNOW MIND.** Check out what that character over there is really thinking! Put the cursor on him (or her) to get the inside story.
 - D. **BRAINWARP.** How to turn someone helplessly Moronic! Stupidize your enemy by putting the cursor on him. Unfortunately, it only lasts a second or two.
 - E. **ZONE SCAN.** It so happens that some things are invisible to the naked normal eye. Zone Scan will tell you if anything is hidden in a particular room. These guys didn't reckon on a Tuner nosing around!
 - F. **SCI SHIFT.** Move small objects just by looking at them! Protozorqs, unfortunately, don't count as small objects.
 - G. **EV.** That means Extreme Violence. This SCI Power turns you into a crazed killer! Just choose your unsuspecting victim with the cursor and then tear him apart. Lovely.
 - H. **TUNE IN.** Your old teacher Gromek explained it this way: Development of the Hitachi-Gauss Amplifier led to perfecting of the Syntonization technique where the unconscious psychic emanations resonating from the subject are sorted and regulated by the Gauss. At the subject's request, the Amplifier should normally be in a position to provide the basis for a solution, that is to say, the beginnings of a satisfactory way out of a worrying situation, thanks to an analysis based on the results of the harmonization of psycho-energetic oscillatory phenomena. To put it a little more clearly, you can use this power to make the Gauss give you an idea for getting out of a jam! Since you're not an Emcom, however, his messages may seem strange. This is normal.
- 3) **WAIT.** If the best thing to do is just to wait a while, then confirm on this icon. Time will pass. The wait will stop after a certain time or if something happens.
- 4) **YOUR OBJECTS.** Confirm this icon to check on what objects you have on you. A window will display, containing everything you have. Just click on the object you want to use.
- To use an object, click on it and choose one of the options on your brain.
- Some options (throw, give, place, etc.) you will have to designate the "target" of your action.
- 5) **SCI ENERGY.** When the pulsations get weak, that means your reserves are low. And no SCI Energy means no SCI powers! So go easy on the EV! The icon flashes when SCI energy reserves drop significantly or when insufficient for use of a power.

- 6) **SAVE.** Not your soul (Exxos deals with that), but the current game. Insert a clean formatted disk in the drive. Validate on the save icon. The game will save automatically.
- 7) **LOAD.** To load and play a game you've previously saved. Insert the disk containing the saved game you wish to play. Click on the load icon. The game will restart at the point where you saved it.
- 8) **TIME.** This is useful. For instance, you can calculate how much time you have left to get those 5 Vort skulls into the Changer.
- 9) **INDICATOR** which flashes when it's your turn to act: click to take control of the cursor.

SOME THINGS YOU'LL MEET IN THE CHAMBER

PROTOZORQS: The People of the Temple! These splendid beings are the result of a mutation which took place just after the Burn. The Protozorq's chief personality trait is a fanatical loathing of Offa. And since you're an Offa . . .

MASTER OF ORDEALS: A high dignitary among the Protozorqid People. His task is to organize the 5 Ordeals you're supposed to take part in.

PROTIZIM HARSSK: Religious and political leader of the Protozorqs. Great indeed is his pride at being the Protizim during whose reign the Original Sin will soon be cleansed! Should you feel in need of an uplifting message, just consult the nearest Holo-Holo.

THE PRIESTESSES: Their sacred duty is to guard the Books and intercede with Deilos on behalf of the People of the Temple. If you become a Divo, you'll be seeing them, briefly, up on the second level where they live.)

ZORQ: Protizim Harssk assures us that Zorq is back with the Komponent for the Spawnomatic.

QRIICH: It's a kind of hovering squid, to be seen floating near Zorq. Probably a pet.

SAURA: The High Priestess. She who holds the Blade of Sacrifice. Future genitor (along with the god Zorq) of the Race to Come.

VORTS: A mistake. See the Book of Shame for shameful details.

DEILOS: The Power in the Abyss, temporary God during Zorq's absence.

DIVO: Triumph over the 5 Ordeals and place the skulls into the Changer in under an hour, and you get to be a Divo, Holder of the Egg and Messenger to Deilos!

ASPIRANT: Like the other Offas taking part in the Ordeals, you are an Aspirant, hoping to attain the glorious status of Divo! That is, from the Protozorqs' point of view, the reason for your presence in the Temple. Should you fail to become a Divo, then, um . . . On the other hand, if you do attain Divo-hood, well, uh . . .

THE 5 ORDEALS: What the Protozorqs brought you here for. You just go into one of the Ordeals, overcome the ghastly difficulties and win a skull. Insert 5 skulls into the Changer in under an hour, and you're a Divo!

THE EGG: Awarded to an Aspirant who manages to place 5 Vort skulls in the Changer in under an hour. The Aspirant then receives the envied status of Divo and must report to the Chamber of Dreams.

THE SECOND LEVEL: That's where Saura and the other priestesses go about their sacred duties. As an Offa, you have no right to even know of its existence, let alone consider the treacherous idea of finding a way to sneak up there!

SCI-FI: Your friend. She's a prisoner somewhere in this damned Temple! You got yourself captured and sent to the Ordeals just to find and save her.

GAUSS: Also known as the Foetus. The Hitachi-Gauss Amplifier links you telepathically to the nearest Tuner Network Center. The Gauss lives in a jar at the center. His telepathic voice is a little strange.

HOLO-HOLO: To get a thrilling and inspirational message from Protizim Harssk, just hook into a Holo-Holo.

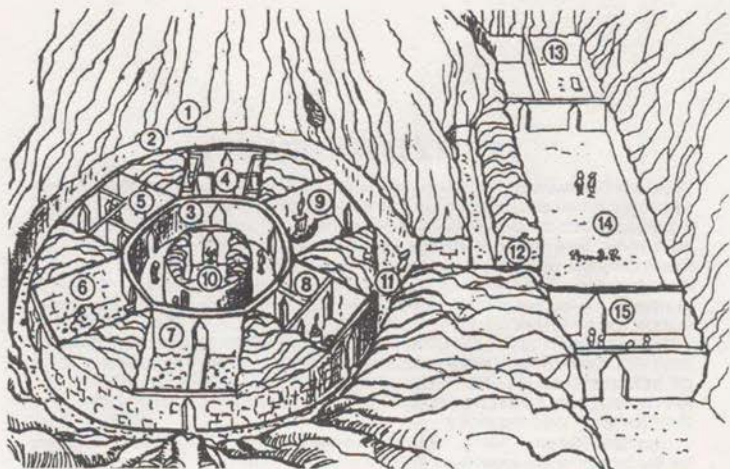
TURKEYS: They adore the priestesses.

THE CHANGER: Situated in the Master's Orbit. This is where you can leave your skulls, if you wish. When a skull has been inserted, you can try your luck at the three-cup holograph game to exchange one of your objects for another of your choice. You'll need a sharp eye!

ZAPSTIK: The awesome weapon that all Protozorqs carry. Offas don't have the right to use them! Zapstiks appear to be a left over from before the Burn.

THE BURN: Tuner Network research teams are still working to identify the nature of that hideous catastrophe which plunged our world into the chaotic nightmare we know today, friend. Trust the Network.

ZONE OF ORDEALS



- 1 – Zone of ordeals
- 2 – The Ring
- 3 – The Master's Orbit
- 4 – The wall
- 5 – In the scorpion's presence
- 6 – De Profundis
- 7 – The return
- 8 – The twins
- 9 – The noose
- 10 – The Master's eye
- 11 – Protozorq
- 12 – Passage
- 13 – Dreams of slime
- 14 – Concourse
- 15 – Guard room

LIMITED WARRANTY

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